EPYX®
COMPUTER SOFTWARE

Computer Activity Toys

G.I. JOE
A REAL AMERICAN HERO®

TOP SECRET BRIEFING MATERIALS

INSTRUCTION MANUAL

for the Apple® Home Computers

Game Program Designed By Ray Carpenter and Jeff Johannigman
Apple Version by K-Byte

EPYX®
COMPUTER SOFTWARE

Side 1

G.I. JOE®

for the Apple® II Home Computers

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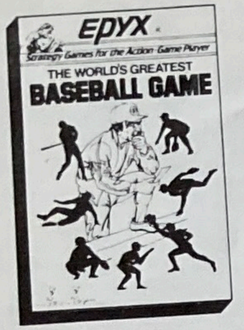
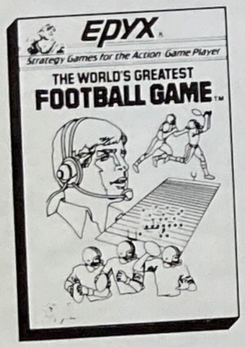
REAL-LIFE SPORTS ACTION GAMES FROM EPYX!



- *Two Game Modes: Play & Manage, Manage Only*
- *Your Playing Ability and Baseball Statistics Determine the Outcome*
- *Statistics from 25 Famous Teams Included*
- *Build Your Own Line Up*
- *Team Disk With 1984 and 1985 Teams Now Available*



- *Real Football Strategy Plus Real Football Action*
- *You're the Coach—Call Your Own Plays from the Sidelines*
- *You're the Key Player—Break Tackles, Intercept Passes, Throw a Bomb, Even Kick a Field Goal!*
- *Design Your Own Offensive and Defensive Plays—Or Use the Playbook*

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Part Number #01803D-60
Rev. A

PROOF-OF-PURCHASE
PRODUCT #183D
Part No. 01803D-60

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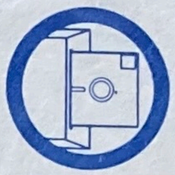
COMPUTER SOFTWARE

Side 2

**For extended media life—
here's how to take care of your flexible disk**

**Precision surface.
No fingers, please!**



**For your disk's sake
(and the system's, too)
insert disk carefully.**

**Magnetic fields erase.
Keep them far away.**

**Keep it safe-
in the envelope
when not in use.**

**Bending and folding
may damage.
Handle with care.**

**Keep disks comfortable.
Store at: 10° to 52° C
50° to 125° F**

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BATTLE'S END

If G.I. JOE's heavy equipment vehicle crashes or is destroyed by COBRA artillery three times, COBRA or G.I. JOE headquarters will appear. The next time you see the G.I. JOE Heavy Equipment Arsenal and Personnel Screen, that fighter's face will be behind bars. It's up to the others—for now, at least!

If you succeed in destroying all eight COBRA H.I.S.S. tanks, stop your vehicle or land your aircraft. ALL the captured G.I. JOE team members will be freed, ready to return to action.

Press the **JOYSTICK** button or the **SPACE BAR** to return to the Computerized World Hot Spot Map.

PERSONAL COMBAT

- Select your G.I. JOE team member with the **JOYSTICK** or **KEYBOARD** and press the **FIRE** button or **SPACE BAR**. Get the COBRA agent before they can get you!
- You are the G.I. JOE team member of your choice, opposing a computer-selected COBRA agent.
- Move the **JOYSTICK** or press **I, J, K** and **M** keys to move your G.I. JOE team member in any direction. Press the **FIRE** button or **SPACE BAR** to shoot. Be quick and aim carefully!

Know your G.I. JOE team and COBRA agents. Consult their dossiers. Watch them in action. Learn their strengths and weaknesses. It can make the difference between capturing a COBRA agent and being taken prisoner.

Note: If you selected a **PLUS SIGN** flashing hot spot from the Computerized Hot Spot Map, Duke will now appear onscreen and order you to turn the disk over.

- Wait for the red light on the disk drive to go off.
- Remove the disk from the disk drive.
- Turn the disk over and reinsert it into the disk drive.
- Move the **JOYSTICK** or press the **SPACE BAR** to continue.

STATUS BARS, TROOP NAMES, AND TARGETS

A status bar, target, and the initials of both G.I. JOE (G) and COBRA (C) appear in the upper left corner of the battle screen. G.I. JOE's is on the left; COBRA's is on the right.

Bars
The longer a bar, the better that fighter is doing physically. As G.I. JOE (indicated by the blue bar) or the COBRA agent (indicated by the red bar) is injured, their bar shortens.

The number of hits a fighter can take depends on how strong he or she is and how powerful their opponent's weapon is.

Troop Names
The troop names of G.I. JOE (G) and COBRA (C) also change color each time one of them is defeated. The names begin white on a black background. When one of them has been defeated, the background will turn violet. If the same trooper loses a second time, the background will turn green when they are captured.

Targets
The target underneath each status bar tells you whether or not that fighter's weapon is ready for use. Blue or red means ready for use; black is reloading. You'll hear a high-pitched tone for G.I. JOE and a lower-pitched tone for COBRA when that fighter's weapon is reloaded.

Know your weapon! Light weapons (a laser pistol, for example) reload very quickly and do not cause much damage.

Heavy weapons (a flamethrower, etc.) reload slowly, but do a lot of damage.

PERSONAL COMBAT RESULTS

If your G.I. JOE team member defeats his enemy twice, or if he's captured, you'll see G.I. JOE or COBRA headquarters.

Remember: G.I. JOE and their COBRA counterparts are clever, and no jail can hold them for long! When you've completed one assignment, there's always another COBRA agent out there somewhere causing trouble. The struggle goes on!

Note: Duke will appear onscreen again and instruct you to turn the disk over. Repeat the same steps as before. Then press the **FIRE** button or **SPACE BAR** to return to the Computerized World Hot Spot Map. As long as there is a flashing trouble spot on that map, G.I. JOE has work to do!